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(54) Method and apparatus for voice dialogue between a video picture and a human.

(57) A video entertainment system by which human viewers conduct simulated voice conversations with screen actors in a prerecorded branching movie shown on a television screen (27). A voice-recognition unit (38) recognizes a few words spoken by a viewer at branch points in the movie. A different set of words may be used at each branch point. A hand-held unit (41) displays prompting messages to inform each viewer of the words that can be recognized at each branch point. A scheduling unit (35) assembles cueing commands specifying which video frames, cartoon frames, messages, and audio portions are to be presented at which instant of time. A cueing unit (12) executes these commands by generating precisely timed video and audio signals, so that a motion picture with lip-synchronized sound is presented to the viewer who vocally influences the course of the movie.

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